



DECUS

PROGRAM LIBRARY

DECUS NO.	8-366
TITLE	MODIFIED READABLE PUNCH
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SOURCE LANGUAGE	PAL III

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210340



OPERATING PROCEDURES (depends on tape format)

1. Load program by the BIN (or RIM and then press STOP) loader.
2. Set 0200 in the switch register and press LOAD ADDRESS.
3. Set desired output devices in Bits 0-11 of the switch register as follows:

SR SETTING

High Speed Punch SR=0000
Low Speed Punch SR=4000

4. Press START.
5. Computer will halt and is waiting for the user to type characters on the keyboard. Character outline is immediately punched on the tape.
6. Type RETURN to terminate the program.
7. To restart the program, set SR=SR Setting in step 3. and press CONTINUE.

NOTE:

Make sure that the selected punch device is on before typing a character on the keyboard.

MODIFIED READABLE PUNCH

DECUS Program Library Write-up

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ABSTRACT

This program allows the user to type any characters whose ASCII Code lies between 240 to 337 inclusive on the ASR-33 keyboard and produce a readable outline of the character punched on the paper tape. The outline is punched either by the High Speed Punch or by the Low Speed Punch. The character type is acknowledged by the teleprinter if High Speed Punch output device is selected, and is unreadable print if Low Speed Punch is used instead.

In many respect the program is similar to Decus Nos. 8-68a and 8-106 with the following exceptions:
(a) increased readability is obtained, through the used of a 6 words per 8x6 Matrix character outline. This resulted a revision in searching character tags,
(b) there is a provision to select output punch devices, this is achieved by setting the switch registers Bits 0-11 to a proper value.

REQUIREMENTS

Storage

The program occupy locations 20-43; 200-310 and 400-1177 all in octals. A total of 477 (decimal) core locations.

Equipment

Basic 4K PDP-8 with ASR-33 Teleprinter and/High Speed Punch. Output is obtained from either the High Speed Punch or the Low Speed Punch.

LOADING PROCEDURES

The Modified Readable Punch Program is available in either Binary or RIM paper tape formats. Therefore the program must be loaded by their respective BIN or RIM loader.